初音ミク
HATSUNE MIKU
Project DIVA *f*
DEMO VERSION

Instruction Manual

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DEMO VERSION

Three songs are available for play in the Rhythm Game. Press the START button at the title screen to begin.

CONTENTS

✳ With the exception of some modes, the PlayStation®Vita handheld entertainment system network functionality may occasionally become inactive. An alert will be displayed onscreen when this occurs. Return to the LiveArea™ screen to reconnect.

✳ Some screenshots used in this manual are from the retail version of the game, and may show functionality not available in the Demo Version.

Illustration by KEI

Hatsune Miku

Kagamine Len

Kagamine Rin

directional buttons

screen (touchscreen)

rear touch pad

L button

R button

PS button

left stick

SELECT button

START button

right stick

△ button

□ button
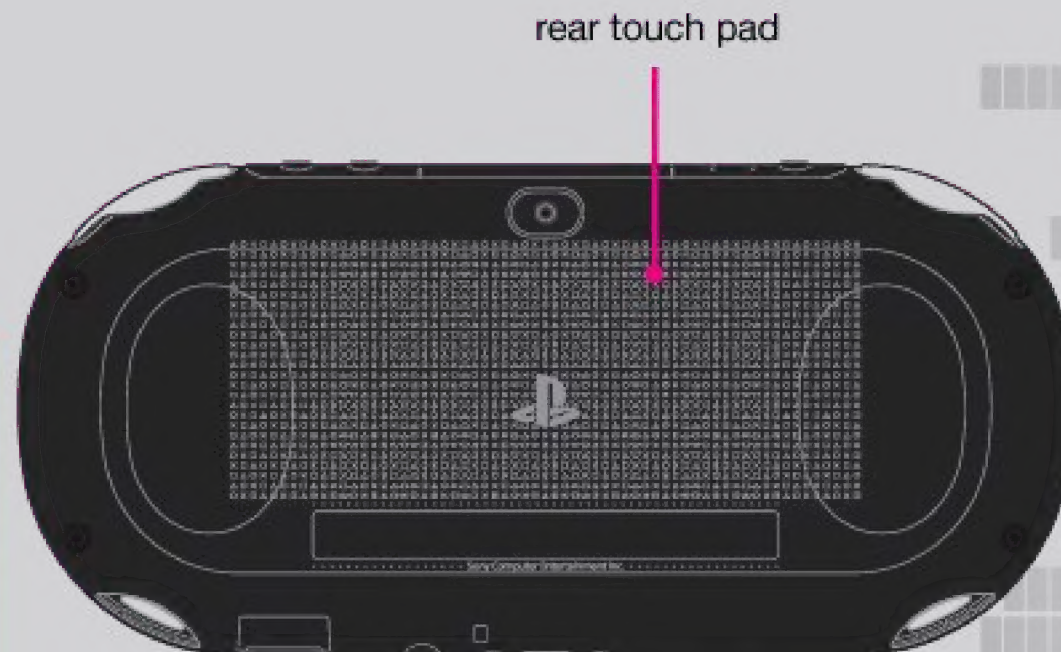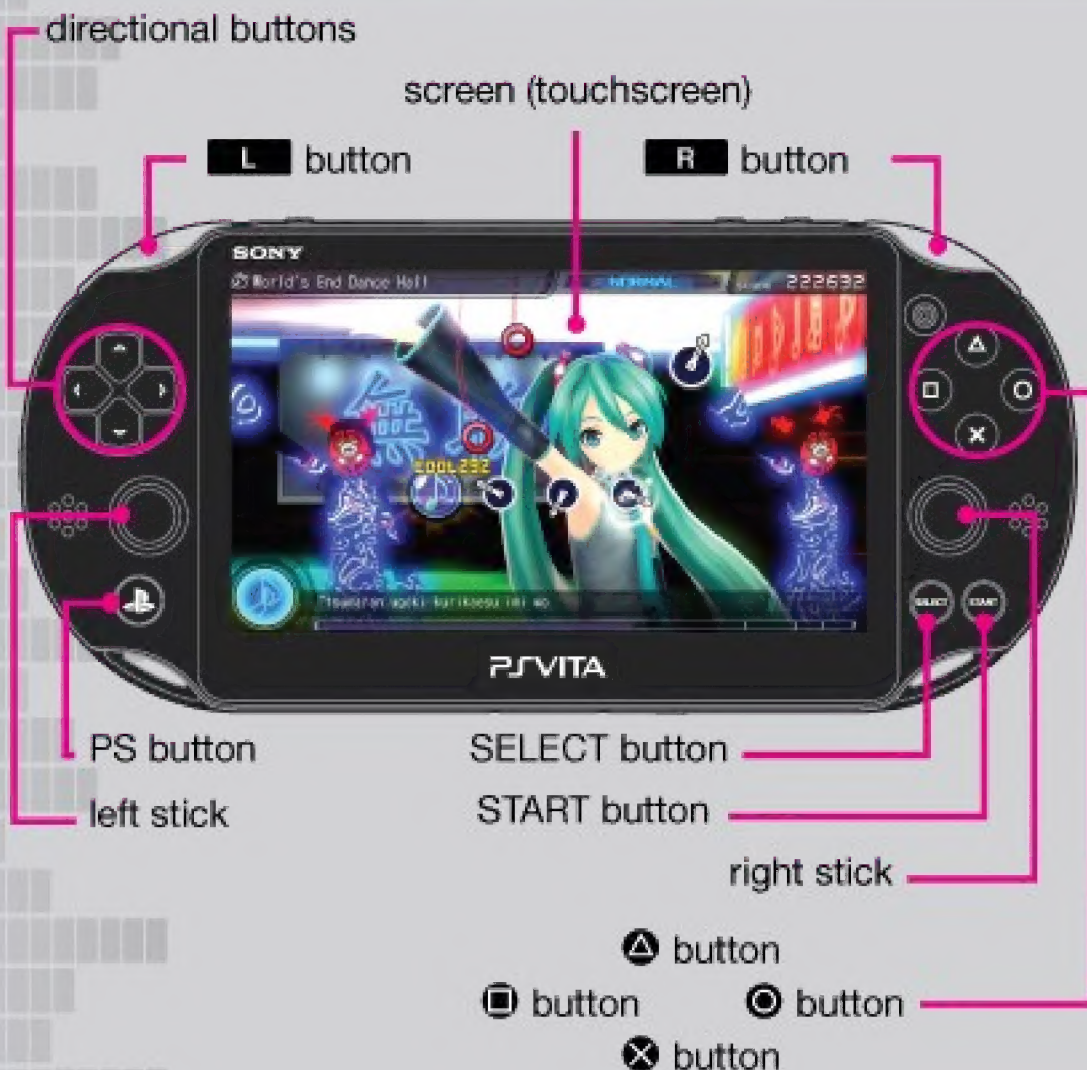
○ button

✕ button

✱ In the retail version, the rear touch pad can be used for "scratching" targets in the Rhythm Game. The Demo Version only supports the screen (touchscreen).

6 CONTROLS

Other Controls

directional buttons	**Make selection / Move cursor**
⊗ button	**Confirm selection**
◎ button	**Cancel / Return to previous screen**
START button	**Start game (Title Screen) / Pause game**
R button	**Switch selection or tab**
L button	**Switch selection or tab**

✱ Please note that controls vary by game mode. Take a look at the guidance text at the bottom of each screen for other controls you can use.

Rhythm Game

Select a tab to choose a difficulty from EASY or NORMAL (the retail version has four difficulty levels), and then choose a song you wish to attempt from the list. Press the ▲ button to preview the selected song.

CUSTOMIZE

Here you can change your characters' costumes and accessories as you please.

START

Select "Start" → "YES" to proceed to the start screen. Here you can customize button sounds.

✱ "Watch Video" is a function for enjoying the background visuals of Rhythm Game songs. It is not available in the Demo Version.

Game Screen

❶ **Score:** You'll earn points based on timing and the length of your combos.

❷ **Targets**

❸ **Melody Icons**

❹ **Timing Grade and Combo Count:** There are five levels of Timing Grades: COOL / GOOD / SAFE / BAD / AWFUL. COOL and GOOD grades build your combo. But watch out! Any grades lower than BAD deplete your Song Energy Gauge.

✱ Pressing the wrong button at the right time (Red or Black COOL, GOOD, etc.) will give you a SAFE rank or lower, and this will break your combo.

❺ **Song Energy Gauge:** This indicator fills up or drops in response to your Timing Grades. If this gauge reaches zero, the song will end.

❻ **Grade Gauge:** This bar grows and changes color depending on your timing grades.

■ LOUSY → ■ STANDARD → ■ GREAT → ■ EXCELLENT → ■ PERFECT

❼ **Item In-use:** Shows the Rhythm Game Item you've selected when starting the game. These items can give you a helping hand while playing, or even raise a song's difficulty!

How To Play

Melody Icons will drift in from the sides of the screen after ○, ✕ and other targets appear. Press the corresponding action button when the Melody Icon reaches the target. For a ☆ Icon, scratch the touchscreen with your finger as the star hits the target.

If you miss a target, your Song Energy Gauge will drop, and your performer's vocals will start to break up. If the gauge reaches zero, you'll DROP X OUT and get a Game Over.

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HITTING THE TARGET

Melody Icons will reach their targets right when the Timing Bar (at right) points directly upwards. Push the button or scratch at the correct time to hit the target.

Timing Bar   Scratch

STANDARD TARGETS

The icons on the right will fly towards targets from every direction.

You can use the directional buttons instead of, or in tandem with the action buttons. For example, you can hit a ○ Target with either the ◉ button or the right button. Sometimes there will be lots of targets that you have to hit quickly in a combo. In this case, try alternating your button presses between the directional buttons and action buttons e.g. the ◉ button and the right button.

△ button
up button
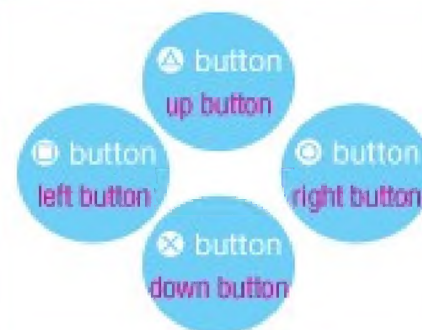
□ button
left button

◎ button
right button

✕ button
down button

Double Targets and Long Targets

DOUBLE TARGETS

For Double Targets like those to the right, press both the directional button and action button indicated at the same time the Melody Icon hits the target.

Press
up button + ▲ button

Press
right button + ● button

LONG TARGETS

When you see an icon like this, press the required button as it hits its target, then hold it until the second icon arrives.

PRESS ········· RELEASE
Hold

■ The Timing Bar for these melody icons has two hands. Press and hold the button when the first hand points up, and release it when the second hand points up.

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Scratch Targets

When a ☆ Icon reaches its target, "scratch" the touchscreen by rubbing the tip of your finger back and forth, like a DJ scratching a record. You don't have to scratch above the ☆ Icon—as long as the timing is correct, you can scratch anywhere on the screen. If there's a series of stars coming up, try alternating your scratches left and right.

Technical Zone

In the Technical Zone, your objective is to get through a more challenging section of the song without losing your combo. The amount of notes remaining is displayed at the top left of the screen. If you keep getting COOL or GOOD grades, these remaining notes will disappear. On the other hand, if you drop your combo, you will fail the Technical Zone. When "Notes Left" reaches zero, "COMPLETE" will be displayed and you'll receive a Score and Grade Point bonus.

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Chance Time

When the frame at the top and bottom of the screen changes during a song, you've entered "Chance Time"! For this section of the track, your Song Energy Gauge remains fixed, and you can rack up a juicy bonus score.

Furthermore, if you can fill the ☆ gauge to MAX, and scratch at the final Chance Target (big yellow star) with GOOD or better timing, you'll see an extra animation event and get a bonus to your Grade Points. The higher your Grade Points, the higher your final Clear Grade (EXCELLENT, GREAT etc.)!

BEAT CHANCE TIME TO REALLY TURN UP THE HEAT!!

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Hatsune Miku: Project DIVA f Demo Version

For more information on this
game please visit

www.sega.com

⚠ WARNING: PHOTOSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:
• dizziness • eye or muscle twitches • disorientation • any involuntary movement
• altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.

- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.

- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

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www.us.playstation.com/support/useragreements